SIREN

サイレン

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

SIREN TIPS AND HINTS

CONSUMER SERVICE/TECHNICAL SUPPORT LINE 1-800-345-7669

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

GAME HINT GUIDE INFORMATION

PlayStation Underground Game Guides
For free hints and tips visit us at www.us.playstation.com.

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

AT MIDNIGHT,

A SIREN CALLS FROM BEYOND A SEA OF RED,

AND A VILLAGE MYSTERIOUSLY DISAPPEARS.

The Japanese village of Hanuda teeters between two worlds—the world of the living, and a nightmarish world where the buildings have been ruined, the land has been distorted, and the mountains have been replaced by an unending sea. An ancient ceremony in the forest has been interrupted. As a result, the boundaries between the worlds are collapsing and the villagers of Hanuda have found themselves uncontrollably drawn by the sound of a haunting Siren into the blood red waters.

When they emerge, their souls are consumed by evil... an evil that also threatens to consume the handful of human survivors who must escape the village, even as they struggle to resist the call of the SIREN.

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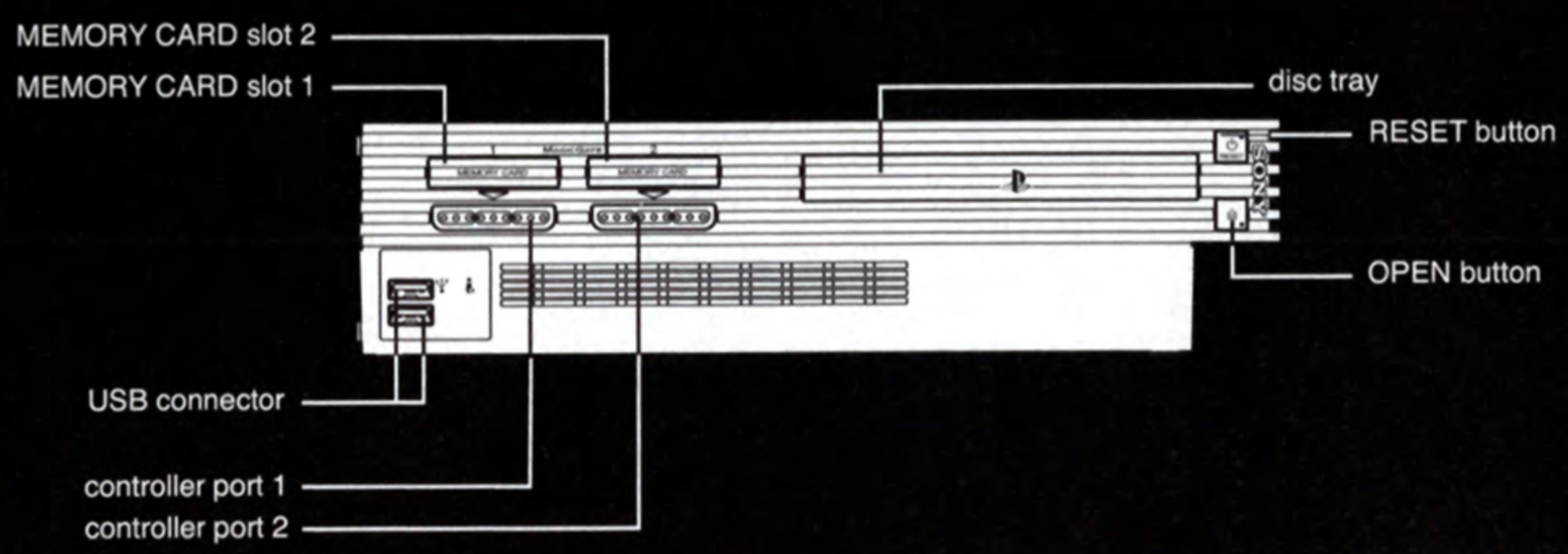
SETTINGUP

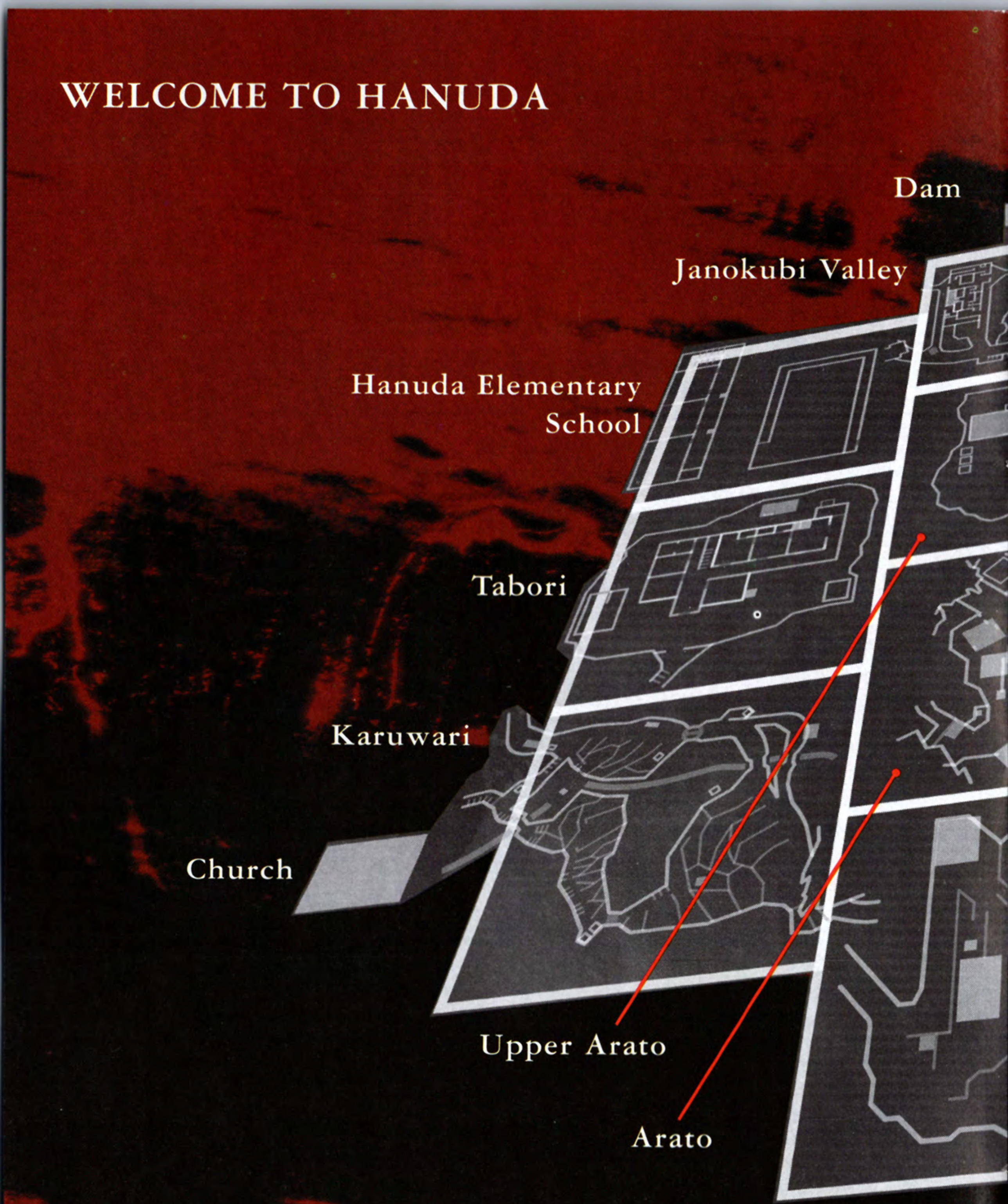


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the SIREN disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORYCARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card into MEMORY CARD slot 1 of your system. You can load saved game data from the same memory card or any memory card containing previously saved games.

WELCOME TO HANUDA



Hanuda is found deep inland, bordered by mountains on three sides. In many ways, the village is representative of a traditional Japanese settlement: it is made up of several distinct areas and is home to a close-knit community of families who have lived in the region for generations.

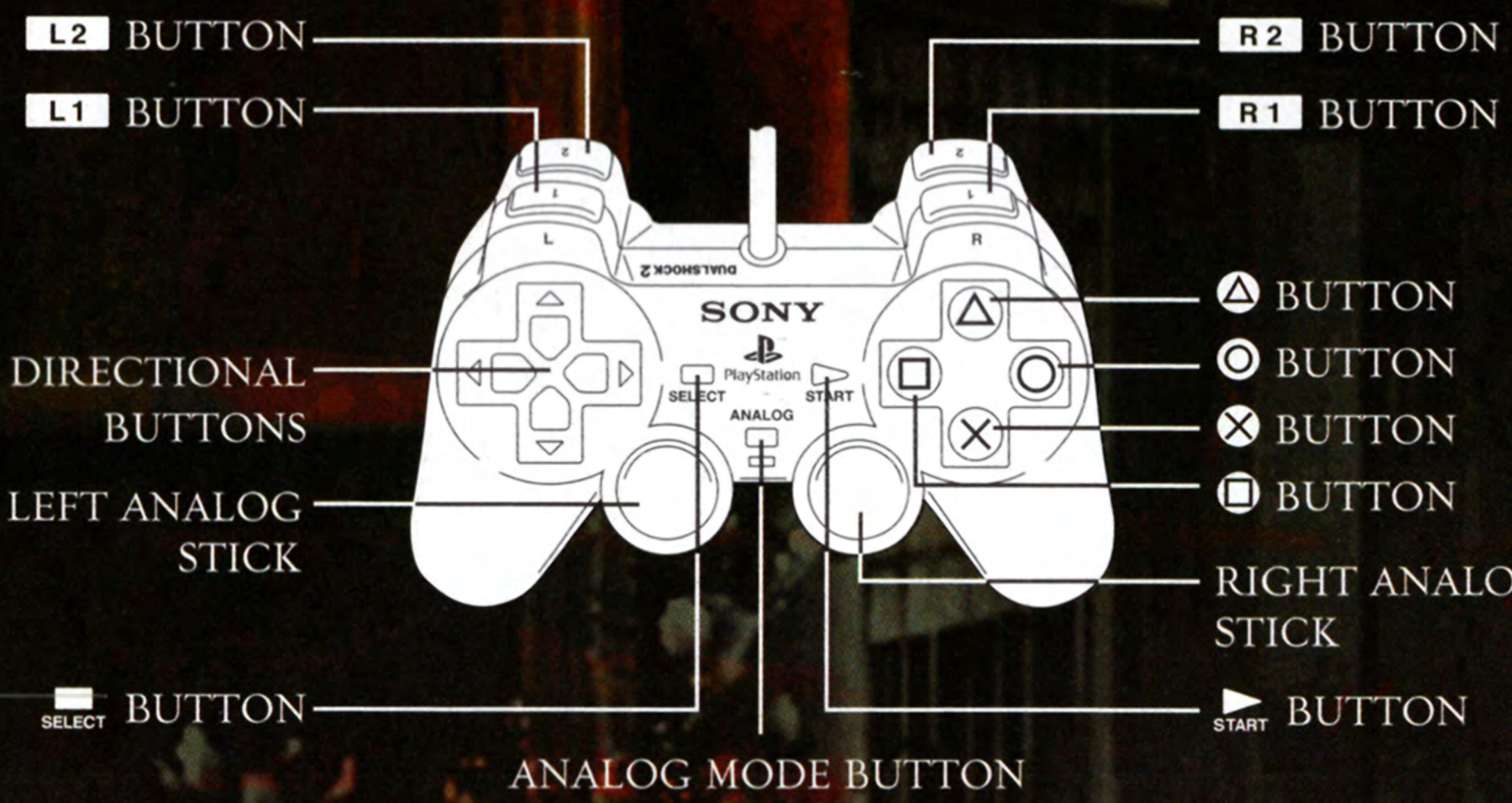
However, the villagers are suspicious of outsiders and are protective of their deep-rooted local traditions and clandestine spiritual beliefs. Hanuda has done its best to remain isolated from the outside world...for a good reason.

MOVEMENT

In this manual, ↑, ↓, ← or → etc. are used to denote the direction of both the directional buttons and the left analog stick unless stated otherwise. In order to use the left and right analog sticks, the DUALSHOCK®2 analog controller must be in analog mode (indicator: red).

NOTE: The digital controller and the DUALSHOCK®2 analog controller are not supported. The DUALSHOCK®2 analog controller defaults to analog mode (indicator: red) on boot-up.

DEFAULTCONTROLS



↑, ↓, ← or → ..... Move

Right analog stick..... Look around/Zoom in while sniping

✕ ..... Search or Open/Close door

○ ..... Crouch/Stand or Jump off ladder

□ ..... Flashlight On/Off

△ ..... Call up List Menu

L1 plus ←, → ..... Move sideways

L2 ..... Enter/Exit Sightjack mode

R1 ..... Draw weapon/Lock-on
R1 plus ⊗ ..... Attack/Fire weapon
R1 plus ↑, ↓, ← or →
(during lock-on) ..... Center sights on target enemy
R1 + L1 plus ↑, ↓,
← or → (during lock-on) ..... Change lock-on target
R2 ..... First-person view
SELECT ..... Map
START ..... Pause Menu

SIGHTJACK CONTROLS

L2 ..... Enter/Exit Sightjack mode
Left analog stick ..... Search for Sightjack
⊗ ..... Sightjack shortcut
○ ..... Sightjack shortcut
□ ..... Sightjack shortcut
△ ..... Sightjack shortcut

NOTE: For further information on Sightjack controls, see the Sightjack section of this manual.

USING MENU SCREENS

Press the ↑, ↓, ← or → directional buttons to highlight an option, then press ⊗ to confirm. To return to the previous menu screen, press ○.

GETTINGSTARTED

MAIN MENU

Press the ⬅ or ➡ to select one of the following options, then press ⊗ to confirm:

Load Game
New Game
Options

LOAD GAME

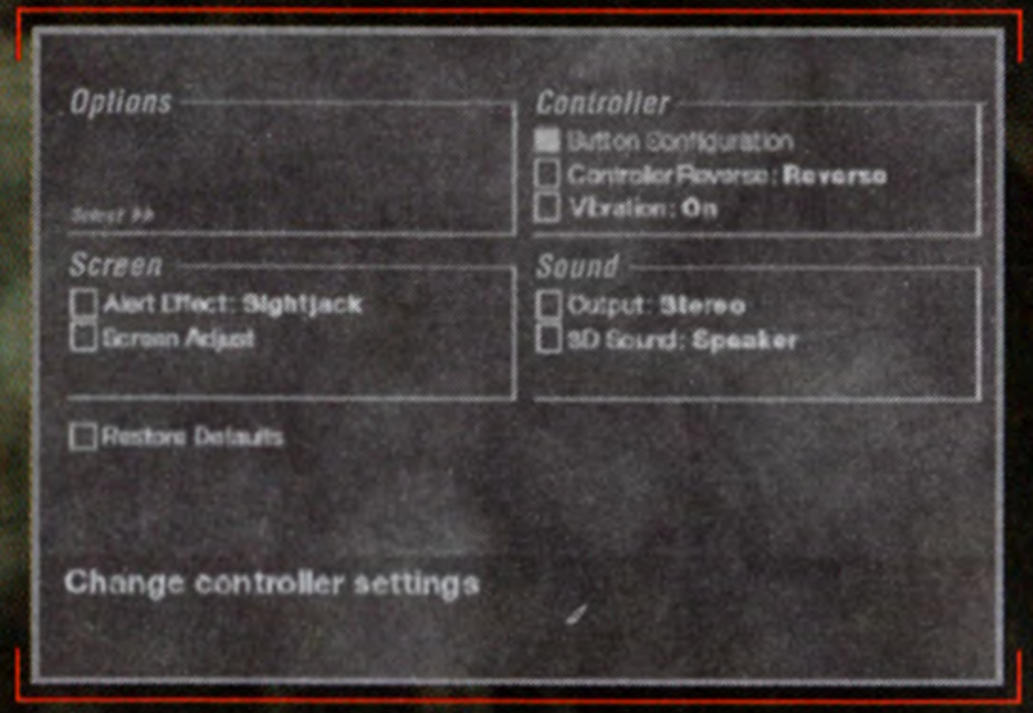
To load a game previously saved to a Memory Card. Press the ⬆, ⬇, ⬅ or ➡ to select a previously saved game from the four available files and press ⊗ to confirm. Next, press the ⬅ or ➡ and select 'Continue' to carry on playing from that particular save point or select 'Archive' to view the item data archive at that save point.

NEW GAME

Select New Game to start SIREN from the beginning.

OPTIONS

Press the ⬆, ⬇, ⬅ or ➡ to highlight an option on the Options Menu and then press ⊗ to change settings.



CONFIGURATION

Change the control function assigned to each button on the DUALSHOCK®2 analog controller - Move the cursor to highlight an action and then press the corresponding button that you would like to assign that action to. Press START to confirm or SELECT to return to the default settings.

NOTE: Occasional on-screen hints or suggestions may instruct you to 'Press △ to open the List Menu'; if you have changed the button assignment for the 'Open Menu' function, you will have to press that button instead. Changes made on the Button Configuration Screen apply to in-game controls only. When using menu screens, you will always need to press ✕ to confirm and press ○ to cancel/return to the previous menu screen.

Control Reverse	Switch between two camera vertical direction modes.
Normal	Push the ↑ to make your character look up and ↓ to look down.
Reverse	Push the ↓ to make your character look up and ↑ to look down.
Vibration	Toggle the vibration function of the DUALSHOCK®2 analog controller On/Off

SCREEN

Alert Effect	Select the special effect to be used when you have been spotted by one of the shibito: None - No special effect. Red - Screen flashes red. Sightjacked – The shibito's viewpoint temporarily flashes on screen.
Screen Adjust	Adjust the screen position by pressing the ↑, ↓, ← or →. Adjust the brightness by pressing L1 and R1.

SOUND

Output	Select Stereo or Mono sound output.
3D Sound	Select Headphone or Speaker 3D sound modes.

RESTORE DEFAULTS

Restore all options to their original settings.

PLAYINGTHEGAME

In SIREN, a series of interlinked events unfold with each episode, or 'stage', seen through the eyes of a particular set of characters during a specific point in time. Only one primary character is controlled during each stage, although players can also direct the actions of secondary characters by issuing commands to them.

When a stage is cleared, the next one becomes accessible. At a certain point in the game, players will unlock a "Stage Select" screen, allowing them to choose their next stages in any order. The more stages that are completed, the larger the number of available stages becomes.

Stages will not necessarily be played in chronological order. The individual stages are organically interconnected, however, and events occurring in an 'earlier' stage will sometimes affect what happens in a 'later' stage. A flowchart of the stages played so far, and how they relate to each other, can be viewed at any time using the 'scenario link navigator' that is accessible from the Pause Menu.

NOTE: Further information on the 'scenario link navigator' can be found in the Pause Menu section of this manual.

GAMEFLOW

STAGE FLOW

Each stage proceeds in the order shown below.

1. *STAGE TITLE SCREEN*

The main character, the particular setting, and the current date and time are displayed.

2. *STAGE INTRO MOVIE*

A short cinematic sequence introduces the events that took place immediately before this stage. If you prefer, you may press START to skip the movie.

3. *MISSION OBJECTIVE(S)*

Next, the primary objective for the stage will be displayed. If you have unlocked the secondary mission objective, it will also be displayed. Once either mission objective has been completed, the stage will end. (NOTE: If you complete the primary objective first, you will have to retry the stage to complete the secondary objective) If the controlled character or a companion in the stage is killed, the mission will be failed. Select 'Try Again' to restart the stage.

4. *START PLAY*

Mission objectives are achieved by completing a series of tasks. As the stage begins, and during the mission, information relating to the proper actions to take will be displayed on-screen as an "aim".

5. *STAGE CLEARED*

When the mission objective has been completed, the stage has been cleared. Depending upon the stage, an ending cinematic sequence may also be shown. Once this movie has been viewed, your progress can be saved to a Memory Card. If you prefer, you can press START to skip the cinema scene and head directly to the "Save Game" screen.

GAMEFLOW (continued)

MISSION OBJECTIVE 2

In order to progress through the game, and open up additional stages to play, you will have to return to earlier stages and complete secondary mission objectives. These secondary mission objectives will not become available until you perform an action that unlocks them in another stage.

NOTE: For more information on stages with a secondary mission objective, see the Stage Select Screen section of this manual.

CHARACTERCONTROLSANDACTIONS

MOVING

Push the ⬆ to move your character forward and push it ⬇ to move backwards. Push ⬅ or ➡ to change direction. The left analog stick is also used when climbing up or down a ladder.

Press L1 and push the left analog stick at the same time to move sideways without changing the direction in which your character is facing.

CROUCH/STAND UP

Press ◎ to make your character crouch. Characters in this position are more difficult for shibitos to locate, especially when they are crouched behind objects. Characters can also move silently, albeit slowly, while in a crouched position. Press ◎ again to stand up from a crouch.

BASIC ACTIONS

EXAMINE/OPEN OR CLOSE A DOOR

Press ✕ to examine an object. When your character is standing in front of a door, press ✕ to make them open or close it. Actions other than examining objects and opening and closing doors can be performed using the List Menu, which is accessed by pressing △.

THE LIST MENU

The List Menu is a set of context-sensitive actions that can be performed only in a particular location. Press △ to open the List Menu, press ↑ or ↓ to select an action, then press ✕ to confirm your selection. Some examples of actions that can be selected from the List Menu are listed below. When you aren't quite sure what to do next, opening the List Menu in a particular location and looking at the possible actions might provide you with a clue:

Shout	Yell loudly. Use this to attract the attention of nearby shibito.
Reload	When using a gun which holds a set number of bullets, this action reloads the weapon.
Come Here!	Call out to your companion, who will then follow you.
Wait!	Instruct your companion to wait where they are.
Run!	Tell your companion to run away.
Hide!	Tell your companion to head for the nearest hiding place.

FLASHLIGHT ON/OFF

Press □ if your character is holding a flashlight to switch it on or off. With the flashlight off, you may not be able to investigate items in dark locations. However, turning it on may draw attention from nearby shibito.

MAP

Press SELECT to access a map of the area for the current stage. Scroll through the location of key landmarks. Landmarks will be highlighted in yellow on the map. Press △ to orient the map in the direction the character is facing.

LOOKING AROUND

Move the right analog stick to explore your character's immediate field of vision and press and hold R2 to enter first person view mode to see the world through their eyes. When in first person mode, move the right analog stick to turn your character's head and look around. Press R2 harder to zoom deeper into the field of vision for a closer look.

LOOK BACK

Push the ↓ sharply and then let it spring back to make your character turn 180 degrees and face behind them.

HOWTOSIGHTJACK

Press L2 to enter Sightjack mode. Sightjacking is a special psychic power that enables a character to see from the viewpoint of a shibito or another human nearby and also to hear what they are hearing. When a character is using their Sightjack power, they cannot move and are therefore vulnerable.

The following controls are used to Sightjack effectively:

SEARCH

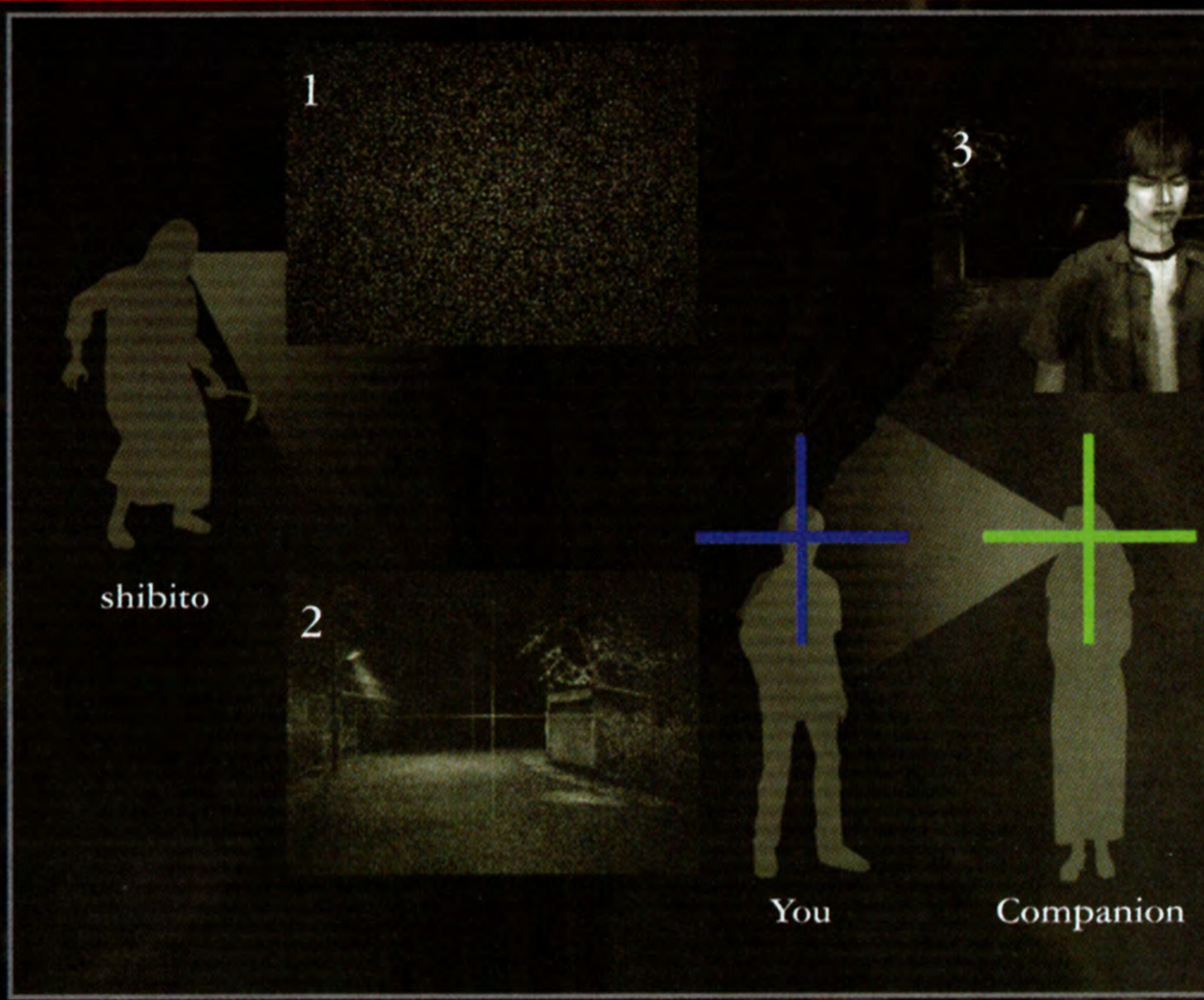
Your character picks up Sightjack signals in the same way as a television or radio does—you must tune in to the signals of a nearby person or shibito by gently rotating the left analog stick in their direction. The closer they are, the easier you will be able to tune in to their signal. While in Sightjack mode, a color crosshair will mark the position of any humans in the direction that the tuned-in shibito or person is facing (even if those humans are hidden or far enough away that they cannot be noticed). Your character will be represented by a blue crosshair, whereas secondary characters will be represented by a green crosshair. If the shibito whose view you have tuned into notices your character or a secondary character, when you exit Sightjack mode, a red crosshair will note the location of that alarmed shibito.

HOLD

Once you have tuned in to a nearby character or shibito, keep the left analog stick in that position to maintain the signal and press ○, ×, △ or □ to assign the viewpoint to that particular button as a shortcut. When in Sightjack mode, you will then be able to return to this particular viewpoint without having to tune in to the signal simply by pressing the relevant button. Stored settings are retained even after you exit Sightjack mode, but can be overwritten by assigning a new viewpoint to the same button.

WITHDRAW

Press L2 to exit Sightjack mode and return to normal mode.



1. Press L2 to enter Sightjack mode.

2. Move the left analog stick to locate other humans or shibito. If there is not a shibito or person in that direction no image will appear.

3. The farther away the targeted person or shibito is, the more distorted the image and sound will be.

4. When the target person or shibito is in close proximity to your own character, their viewpoint will be displayed more clearly.

FIGHTING

In SIREN, fighting is almost never your first option. Many characters are unarmed, and therefore need to rely upon stealth to complete their mission objectives. Even when a character is armed with a weapon, the shibito can only be temporarily incapacitated.

HOW TO ATTACK

In order to attack, you need to have a weapon. Some characters will be armed from the start, others will need to fight with whatever they can find. Various weapons are featured in the game, but the basic controls are common to them all.

1. *READY*

If your character is equipped with a weapon, press R1 to assume the Attack position. If there is an enemy within range, the character's weapon will automatically lock on target.

2. *ATTACK*

Press ⊗ while in the Ready position to attack.

3. *AIM*

Push the left analog stick without locking on to an enemy to aim the weapon manually. If there is an enemy within range, the weapon will automatically lock on to that target.

4. *MOVE*

Push the left analog stick while locked onto an enemy to make your character circle around that enemy while remaining locked on.

5. *SWITCH TARGET*

While locked onto an enemy, push ↑, ↓, ← or → while simultaneously pressing and holding L1 to switch your aim and lock onto a different target.

USING BLUNT WEAPONS

Blunt weapons such as pokers, crowbars, wrenches and so forth can be used to bludgeon enemies. These weapons can only be used to attack an enemy directly in front of your character. Press ⊗ quickly for a normal strike; Press and hold ⊗ longer to perform a stronger attack.

USING A PISTOL

Pistols are most effective when shooting at close range. Your character's hit rate will vary depending on the distance from their target, how long they have been locked onto the target, and the visibility. Press ⊗ to fire.

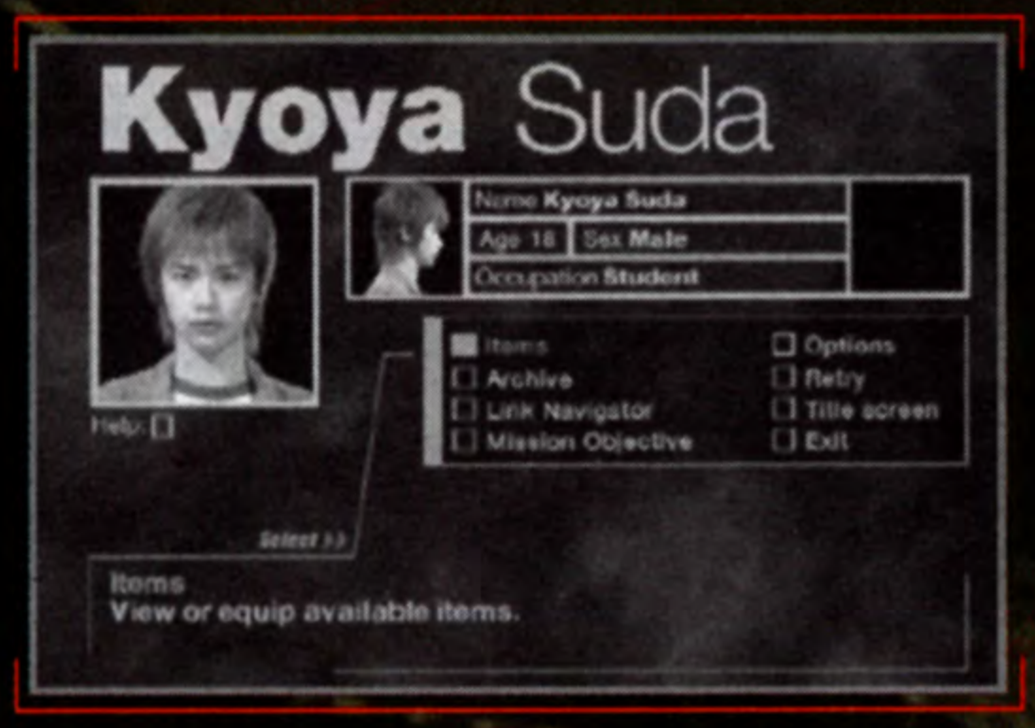
USING A RIFLE

The rifle is used to fire accurately at long range. Unlike other types of guns, the rifle does not have a lock-on feature. When you press R1 to assume the Ready position, you'll look through the rifle's scope. The rifle will automatically start to zoom in. Use the right analog stick to zoom out or zoom back in again, and use the left analog stick to aim the rifle's sight. Press ⊗ when you are ready to fire.

NOTE: Pistols and Rifles can be reloaded by selecting "Reload" from the List Menu. When you are out of ammunition, that choice is no longer available. Your character will also automatically reload a weapon if you remain stationary for a few seconds. If you move your character before the reloading process is finished, you will have only partially reloaded your weapon.

PAUSEMENU

Press START during play to temporarily pause the game. The Pause Menu contains information about the currently controlled character plus various other options, which are outlined below.



NOTE: While the Pause Menu is displayed, press ▣ to bring up a series of help screens explaining how the in-game controls work. Press ← or → to move between help screens.

PAUSE MENU OPTIONS

ITEMS

The Items Inventory is used to check which items are currently held by your character and also to equip weapons and objects. Align the cursor with one of the items and then press ⊗ to change its 'Equip' status. An item that is currently equipped will have an 'E' symbol next to it. To stop using an equipped item, align the cursor with that item and press ⊗.

ARCHIVE

Your characters will encounter special items during gameplay. Information regarding these items are added to the Archive Menu as these items are encountered or certain conditions are fulfilled. A message stating this will appear on-screen. It is a good idea to thoroughly read all information added to the Archive Menu as it may provide clues that will help unravel the mystery that has consumed Hanuda.

NOTE: When viewing the Archive, press ▣ to access a help screen with additional information regarding the screen display and controls.

SCENARIOLINKNAVIGATOR

The 'scenario link navigator' is used to check how each stage fits together within the overall story. Use ⬆, ⬇, ⬅ or ➡ to navigate around the screen and highlight stages. Press ⊗ to select the highlighted stage in order to find out more about it and press ◎ to cancel. Press L1 to lock the cursor on a stage, allowing you to navigate freely around the screen to follow links between stages. Press L1 again to unlock the cursor. The color of the stage indicates the status for that stage—movie viewed, movie not viewed, one or both missions completed, or missions not attempted; the stage currently being played is displayed in yellow.

NOTE: The 'scenario link navigator' is operated in the same way as the Stage Select function; (see the Stage Select Screen section of this manual for further information). Press □ while viewing the 'scenario link navigator' to access a series of help screens with additional information concerning the screen display and controls. Press ⬅ or ➡ to move between help screens.

MISSION OBJECTIVES
Check the mission objective for the stage currently being played.

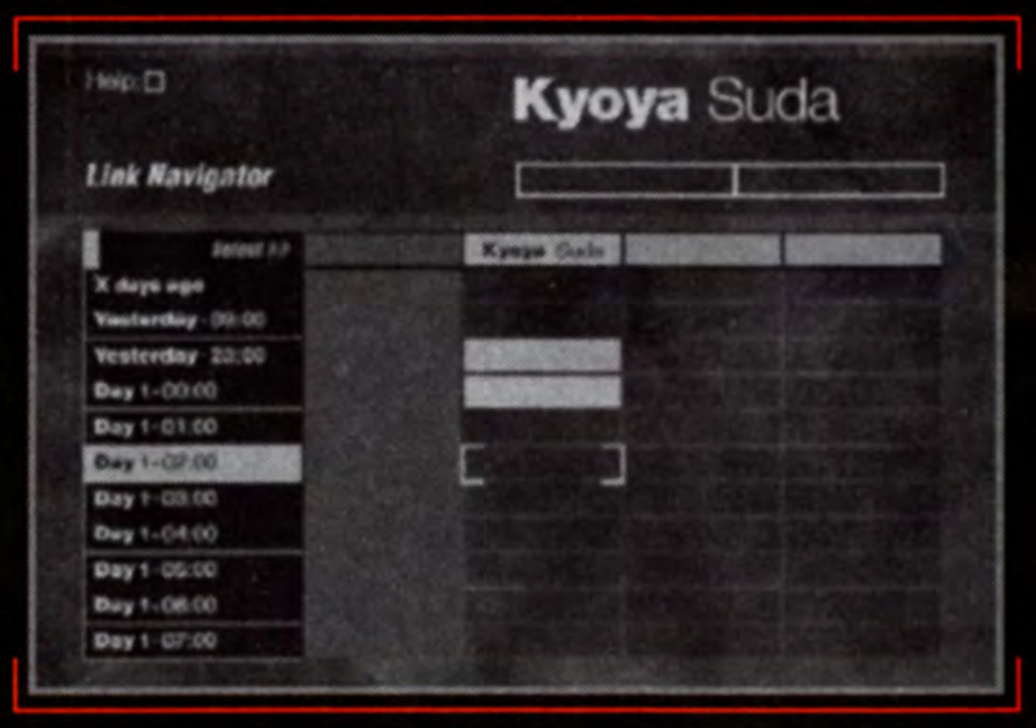
OPTIONS
See the Options section of this manual.

RETRY
Restart the current stage from the beginning (or from the last continue point).

TITLE SCREEN
Quit the game in progress.

EXIT
Leave the Pause Menu and return to the game in progress.

Use the Stage Select function to choose an unlocked stage to play. It is not available during the early stages of the game, but will automatically become accessible once a certain amount of progress has been made.



NOTE: When loading a saved game in which the Stage Select function is accessible, first choose 'Load Game' from the Main Menu. After selecting the file, chose 'Continue.' You will then be prompted to use the Stage Select function. Once the Stage Select Screen is displayed, press ▣ to bring up a help menu with additional information about the screen display and controls.

STAGE DISPLAY

The Stage Select Screen shows the list of characters across the horizontal axis (columns) and a timeline down the vertical axis (rows). When you choose a stage, the character name and the date/time information will be highlighted in yellow.

LINK DISPLAY

When the cursor is aligned with a particular stage, color-coded lines will appear indicating how that stage is related to other stages.

MENU

Align the cursor with a stage and press ⊗ to access the Menu. Select 'View Stage Summary' to view details regarding that stage and/or play it. Select 'Next stage' to jump to the subsequent stage. Select 'Back to previous stage' to quickly jump to the preceding stage.

LOCKED AND KEY STAGES

LOCKED AND KEY STAGES

When you place the cursor on a stage and press L1 to fix it in position, the word 'Locked!' will sometimes be displayed. This indicates the selected stage has a Mission Objective 2 that cannot be accessed until a certain condition has been met in another stage.

The stage that contains the condition is called the 'Key Stage'. To locate the Key Stage, fix the cursor by pressing L1 and scroll across the screen in the direction shown by the arrow until the word 'Key!' is displayed. If the Key Stage has not yet appeared, the arrow indicator will not be displayed.

When a Key Stage is cleared, by fulfilling the required condition, the Lock will be released and you can then attempt to complete Mission Objective 2 in the stage that had been locked.

CLEARING LOCKED AND KEY STAGES

1. Use the Stage Select Screen to find a stage that has not yet been cleared or a stage where only Mission Objective 1 has been completed and play through it. Try to clear the stage so that the uncompleted Mission Objective is also cleared.

2. A Locked Stage is indicated by the word 'Locked!' when the cursor is placed on a stage where only Mission Objective 1 has been cleared. Use the arrow sign as a guide and try to the find the Key Stage. If no Key Stage can be found, no arrow sign will be displayed; in this case, play another stage before trying again.

3. Play the Key Stage. When it begins, the Mission Objective will be displayed, along with hints about how to open the Lock. Successfully follow these hints and clear the Key Stage to open the Lock.

4. Once a Key Stage has been cleared and the Lock opened, the newly-unlocked stage can then be played and cleared by fulfilling the Mission Objective 2.

SURVIVALTIPS

Guiding Lights When your character's flashlight is on, it's easier for the shibito to see them. Some of the shibito carry flashlights of their own to assist in their search for humans. However, even if a shibito does spot your character's flashlight, it will not necessarily attack right away. It may show caution until it is close enough to get a good look at you.

Move Quietly Walking is quieter than running, and walking in a crouched position is quieter still. Even when an enemy is in a confined space, creeping along in a crouched position may enable your character to slip past them without being noticed.

Back From The Dead For shibito and people alike, the mysterious red water has the effect of restoring physical strength over time. When fighting a shibito, try to defeat it as soon as possible. If you strike or shoot it and then leave before it is incapacitated, it will regain its strength. Conversely, when your characters have been injured, they must take a rest to get their strength back.

Make Each Shot Count When you use a pistol, your hit rate will vary depending on how far away the enemy is, how long you have been locked-on, and the lighting. In other words, if you shoot at the closest possible range, after locking-on for as long as possible and with your flashlight on, you will have a better chance of hitting the target. For a good hit, lock onto a target first, then get as close as possible before firing.

Creatures of Habit The shibito have distinct behavior patterns. Use Sightjack to watch them and determine what their patterns are, looking for moments when they might be caught off guard. Unless the mission has a time limit, be patient and get a feel for the shibito's patterns before making a move. Some of the shibito may act in surprising ways, so be careful.

Follow Their Gaze Not only should you use Sightjack to determine the patterns of the shibito, but you should also pay close attention to what they are looking at. They will often stop and stare at an item you need to recover or at an object that you'll need to use to complete your objective.

Examine Everything Make it a habit to press ⊗ whenever you are near unusual objects. You might not have noticed the importance of the item, or determined what it could be used for, before reading the detailed description of the object that appears when you examine it.

Shout It Out Sometimes attracting a shibito's attention is desirable. You may need it to move away from an item or you may want it to move to a different location where it is more advantageous for you to confront it. Don't forget that you can select 'Shout' from the List Menu to attract a shibito...but remember that shouting does not call a secondary character to you ("Come here!" does).

Hot Pursuit The shibito that are not carrying firearms will pursue you if they spot you. Run away from them and look for a place to hide. Often, you only have to turn a few corners—if the shibito lose sight of you for more than a few seconds during the pursuit, they will back off. Wait for them to return to their normal behavior patterns before continuing.

Red Alert! Keep the Alert Effect on Sightjack (the default setting). When an Alert Effect occurs, and you weren't aware of any enemies in the vicinity, pay careful attention to the shibito's viewpoint that quickly flashes on the screen. You will usually be able to tell where the shibito is located relevant to your position. If you still don't know where the shibito is coming from, follow this procedure:

1. Turn off your character's flashlight and look for the nearest place to hide in the darkness. Don't run too far away or you risk alerting even more shibitos.
2. Press L2 to quickly enter Sightjack mode.
3. Press R1 or R2 to jump to the alerted shibito's viewpoint. Look for a blue crosshair marking the position of your character.
4. Once the attacking enemy has been identified, press L2 again to withdraw from Sightjack mode.
5. In your character's normal field of vision, the enemy's position will be marked for a short while by a red crosshair.
6. Push the right analog stick to make your character look around until the red crosshair is visible. Now you know where the attacker is coming from!

Run For Your Life! If a secondary character becomes cornered by an attacking shibito, press △ and select 'Run!' from the List Menu. While your companion is running away, select 'Shout' to divert attention away from your companion and towards yourself.

IMPORTANT CHARACTERS

KYOYA SUDA

Age: 18 *Sex*: Male
Occupation: Student

Kyoya Suda is an ordinary boy with a lively sense of curiosity. Fascinated by a mysterious urban legend, he is drawn to Hanuda to find out more. Shortly after arriving, he spies on a mysterious village ceremony and is plunged into the horror that ensues.

KEI MAKINO

Age: 27 Sex: Male
Occupation: Spiritual Guide

Kei Makino is an influential member of Hanuda's community. His twin brother also lives in the village, but they were separated at birth and brought up in completely different walks of life, which accounts for the somewhat frosty and distant nature of their relationship.

MIYAKO KAJIRO

Age: 17 *Sex*: Female *Occupation*: None

Miyako Kajiro is a beautiful young girl who has been blind since birth. Her disability means that she has always been viewed as something of an outcast, her birth record does not even seem to exist, and the mere mention of her name is taboo at the town hall and amongst the police in the village. As the horrific events begin to unfold, something moves her to open her heart to the stranger, Kyoya Suda, and together they try to escape from Hanuda.

YORIKO ANNO

Age: 22 *Sex*: Female
Occupation: University Student

A student at the university where Tamon Takeuchi works, Yoriko Anno idolizes her teacher, despite his reputation for eccentricity, and insisted on coming with him to Hanuda. Although she can be pushy and insensitive at times, her good nature makes her ultimately impossible to dislike.

TAMON TAKEUCHI

Age: 34 *Sex*: Male
Occupation: Professor

Because of his excessively radical ideas and the theories he has developed from them, Tamon Takeuchi is regarded in academic circles as a maverick, especially as his area of speciality is ancient folklore and legend. He was born in Hanuda village and now returns, accompanied by his student Yoriko Anno.

HISAKO YAO

Age: Unknown *Sex*: Female
Occupation: Guide

Her spiritual dedication and reserve have earned Hisako Yao the absolute trust of Kei Makino. As Hanuda is plunged into terror, she protects the bewildered Kyoya Suda, and gives him the power of psychic vision. She appears to be in her mid-twenties, but her actual age is not known.

31 HINTS: THE SECOND TIME AROUND

DAY ONE

02:18:34 Pay attention to the man on the roof, and the informer.

02:18:34 Pay attention to the crouching man.

02:28:13 It's blown up onto the roof.

03:31:17 Search the place where the man hid it.

04:00:04 It only blooms at night. The tool is on the 2nd floor.

05:03:07 The man on the roof is watching you. Move from behind the café to the side of the warehouse.

07:22:49 It will melt between the gap in the kitchen. Go to the front door before the pig cries.

08:10:24 Pay attention to the steps which start from the lower part of a river•

08:19:59 "The tools are in the custodian's shack"

11:59:33 After sudden parting... The man at the Shrine knows.

16:53:37 Leave a chasing man, and go downwards. Meet a woman before she runs away.

17:54:51 Attached to money.

19:27:21 Signal to change the position. Gather them in one place.

20:41:18 After the man in black strikes it with stone.

22:11:08 Do not miss a running head.

22:52:57 Elder sister gets confused by smoke.

23:45:18 Pay attention to the praying woman. The first one is the lion.

DAY TWO

00:49:33 First, use the light. Then the machine for the peeping person.

01:11:11 The man is in the cottage. He hates being in the dark.

06:06:01 The woman cuts down the tree, led by the light.

07:03:41 Pay attention to the puddle.

10:29:56 Receive it from the injured woman. It reminds you of old memories.

15:19:59 Sleeps in the crack found in the floor.

18:37:11 Pay attention to the water pipe and the window. Water runs from top to bottom.

20:31:33 The man in white takes the woman to the backdoor.

DAY THREE

00:14:26 From a monkey to the alarm clock. Go to the bloody crossroad.

03:03:27 Reach K's backdoor.

12:21:08 Pay attention to the disappeared water.

16:00:58 The two-headed one can't get up when you impale it.

22:13:33 From 2nd Floor to the waterway. Pull and tie!

23:03:18 Where she points.

CREDITS
SONY COMPUTER ENTERTAINMENT INC.

CAST

Kyoya Suda - Mitsuyoshi Shinoda, Miyako Kajiro - Natsuki Okamoto, Tamon Takeuchi/Takeuchi's father - Masaki Tachi, Yoriko Anno - Masami Mizuno, Kei Makino/Shiro Miyata - Nobuaki Mitsuda, Hisako Yao - Risako Minami, Mina/Risa Onda - Kei Kodama, Reiko Takato - Seika Hosokawa, Harumi Yomoda - Chiaki Kominami, Eiji Nagoshi - Tatsu Kaneko, Akira Shimura - Tadao Kato, Naoko Mihama - Keiko Koshiro, Tomoko Maeda - Anna Ide, Takanobu Maeda - Katsuyoshi Toya, Mayumi Maeda - Rie Sumiyoshi, Jun Kajiro - Yuki Tokura, Ayako Kajiro - Aya Matsui, Tetsuo Ishida - Kiyohito Edo, Tamon Takeuchi's Mother - Yoshiko Tanaka, Tamon Takeuchi (Child Version) - Sakumi Toyama, Ancient Villager - Kohei Nanri, Villager - Hiroshi Tamate, Shibito - Noboru Sakamoto,Yoneko Tsunoda, Keiichiro Toyama, Eigo Miyazaki, Naoko Sato, Momoko Ikeda, Naomi Horikawa, Masami Mizuno, Nobukazu Takamitsu

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Particle	Keiichiro Toyama, Yoshifumi Morita
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‹The Buster!›

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E. Bass	Tatsuhiko Hizawa
Mix	Noriyuki Asakura
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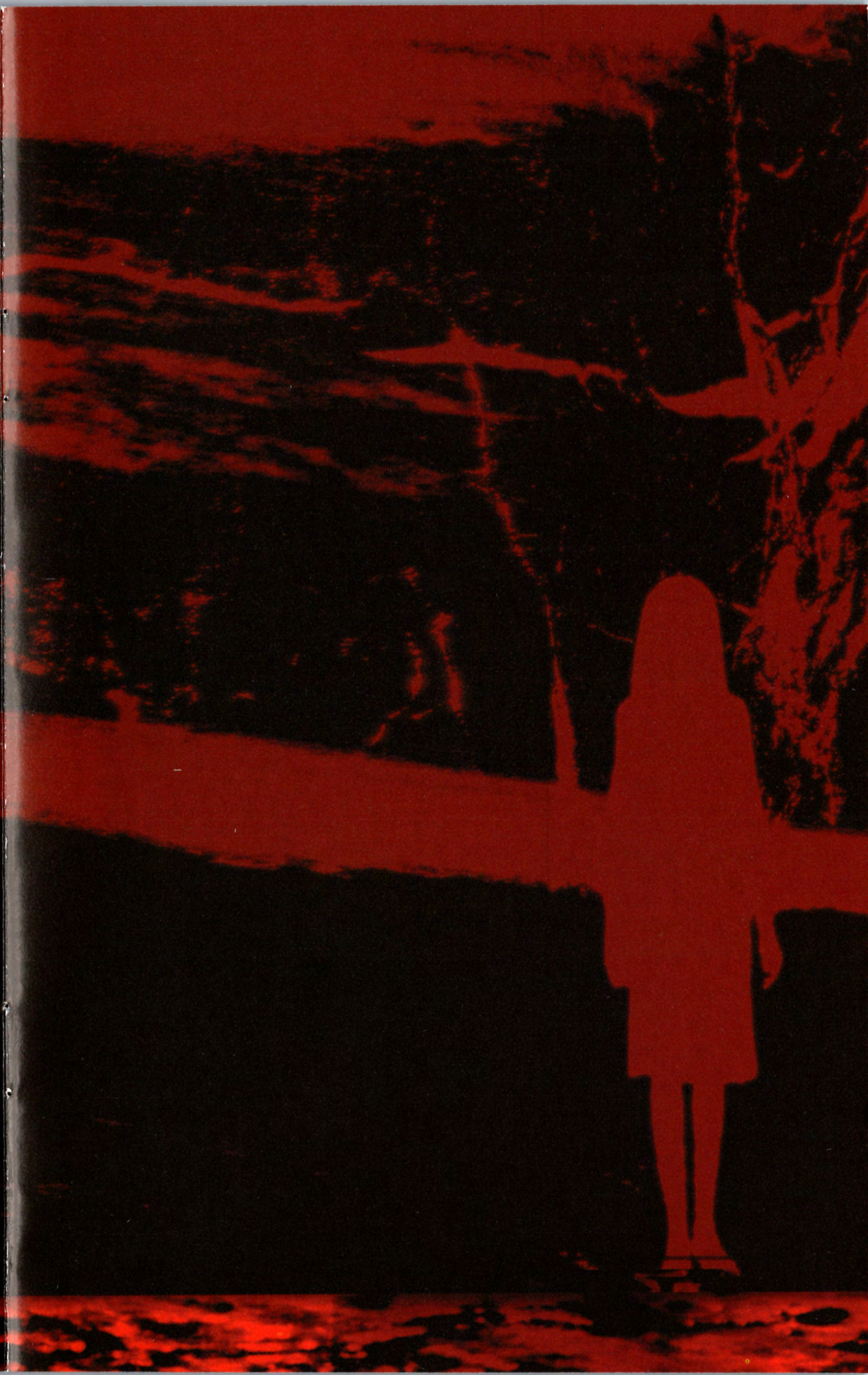

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